

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	384	(game same (board or surface)) and freez\$	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 11:15
L2	170	(game same (board or surface)) and freez\$ and (piece or token or marker)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 11:46
L3	147	(game same (board or surface)) and (trap near12 (space or square or zone or area))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 11:47
L4	75	(game same (board or surface)) and (trap near12 (space or square or zone or area)) and (piece or token or marker)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 11:53
L5	1101	syed.in.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 11:54
L6	19	5 and (game)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 12:49
L7	11	(chess same (trap or freez)) and game	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/27 12:50
L8	125	(d21/348).CCLS.	USPAT; USOCR	OR	OFF	2005/06/27 12:53
L9	810	(273/260,261).CCLS.	USPAT; USOCR	OR	OFF	2005/06/27 13:26
L10	20	9 and (trap or freez)	US-PGPUB; USPAT	OR	OFF	2005/06/27 12:57
L11	732	(273/242,258).CCLS.	USPAT; USOCR	OR	OFF	2005/06/27 12:58
L12	17	11 and (trap or freez)	US-PGPUB; USPAT	OR	OFF	2005/06/27 12:58
L13	5	"396795"	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/27 13:27
L14	0	("0396795").PN.	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/27 13:27
L15	0	"FR 396795"	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/27 13:27

L16	0	"FR 396795"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/27 13:27
S1	21	(board same game) and (pull near4 (piece or token or marker))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/28 09:51
S2	35	(board same game) and (push near4 (piece or token or marker))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/23 16:06
S3	29	(board same game) and (pull near8 (piece or token or marker or men))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/23 16:13
S4	43	(board same game) and (pull near8 (piece or token or marker or men or opponent or opposit\$))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/23 16:13
S5	22	((board same game) and (pull near8 (piece or token or marker or men or opponent or opposit\$))) not ((board same game) and (pull near4 (piece or token or marker)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/23 16:14
S6	32	(board same game) and ((auto or car or vehicle) same push)	USPAT	OR	OFF	2004/10/13 16:29
S7	3	("5114152"   "6095522"   "6464223").PN	USPAT	OR	OFF	2004/10/13 16:26
S8	135	(board same game) and push and pull	USPAT	OR	OFF	2004/10/13 16:31
S9	67	((board same game) and push and pull) and "273"/\$.ccls.	USPAT	OR	OFF	2004/10/13 16:31
S10	524	(board same game) and pull	USPAT	OR	OFF	2004/10/13 16:31
S11	261	((board same game) and pull) and "273"/\$.ccls.	USPAT	OR	OFF	2004/10/13 16:31
S12	0	(board same game) and (pull adj move)	USPAT	OR	OFF	2004/10/13 16:34
S13	3	(board same game) and (pull near2 move)	USPAT	OR	OFF	2004/10/13 16:34
S14	11	(board same game) and (pull near2 mov\$)	USPAT	OR	OFF	2004/10/13 16:34

S15	8	((board same game) and (pull near2 mov\$)) not ((board same game) and (pull near2 move))	USPAT	OR	OFF	2005/06/27 11:13
S16	15	(board same game) and (pull near4:piece)	USPAT	OR	OFF	2004/10/13 16:39
S17	1	(board same game) and (pull near4:token)	USPAT	OR	OFF	2004/10/13 16:40
S18	1	(board same game) and (pull near4:marker)	USPAT	OR	OFF	2004/10/13 16:41
S19	0	(board same game) and (pull near4 (piece or token or marker)) and (push near4 (piece or token or marker))	USPAT	OR	OFF	2004/10/13 16:42
S20	0	(board same game) and (pull near8 (piece or token or marker)) and (push near8 (piece or token or marker))	USPAT	OR	OFF	2004/10/13 16:43
S21	99	chess and checkmate and (game or play)	USPAT	OR	OFF	2005/02/28 09:59
S22	83	chess and (check near12:king) and (game or play)	USPAT	OR	OFF	2005/02/28 09:59
S23	3	chess and (check near12 king) and (game or play) and (sav\$ near12 king)	USPAT	OR	OFF	2005/02/28 10:00